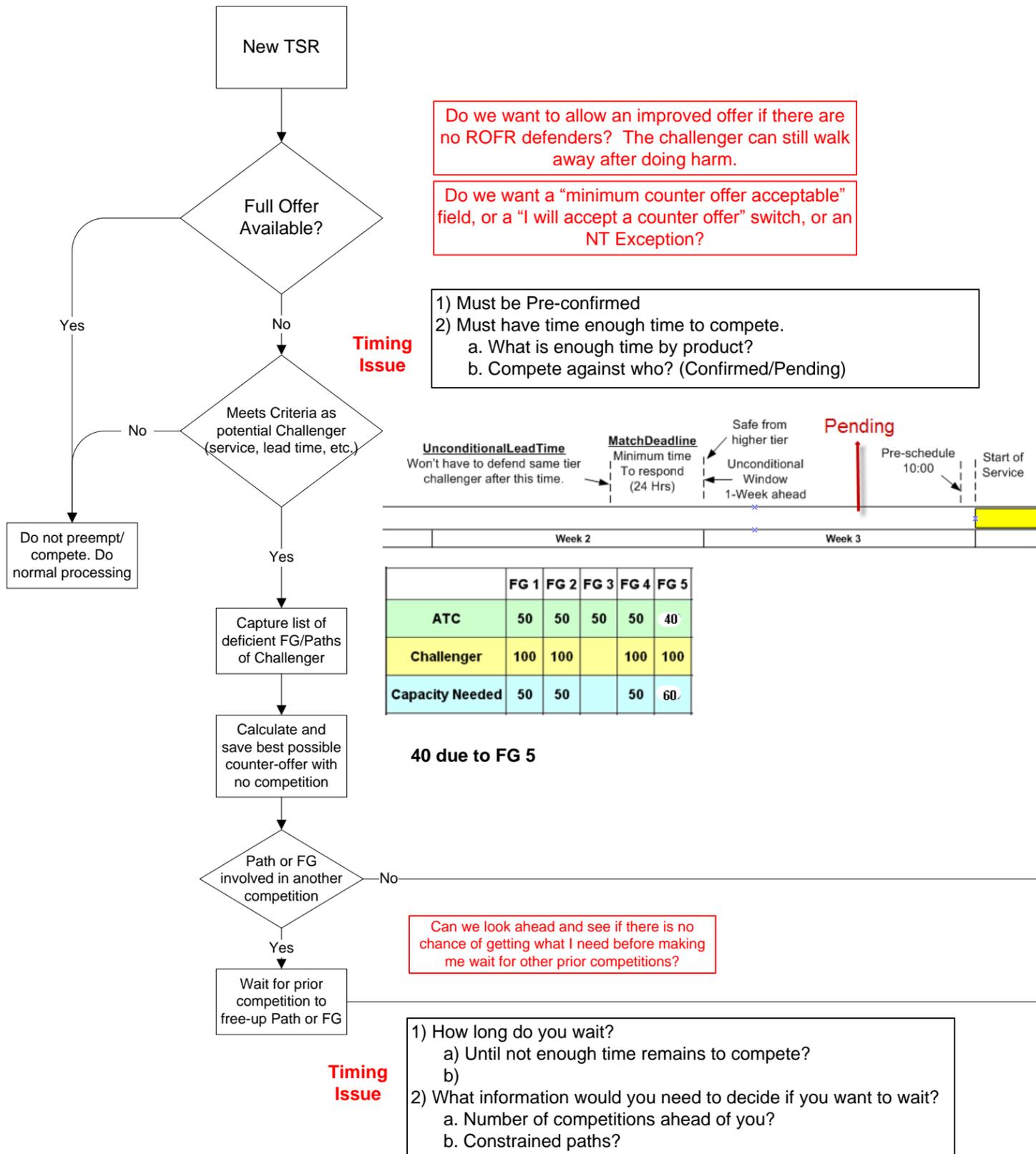
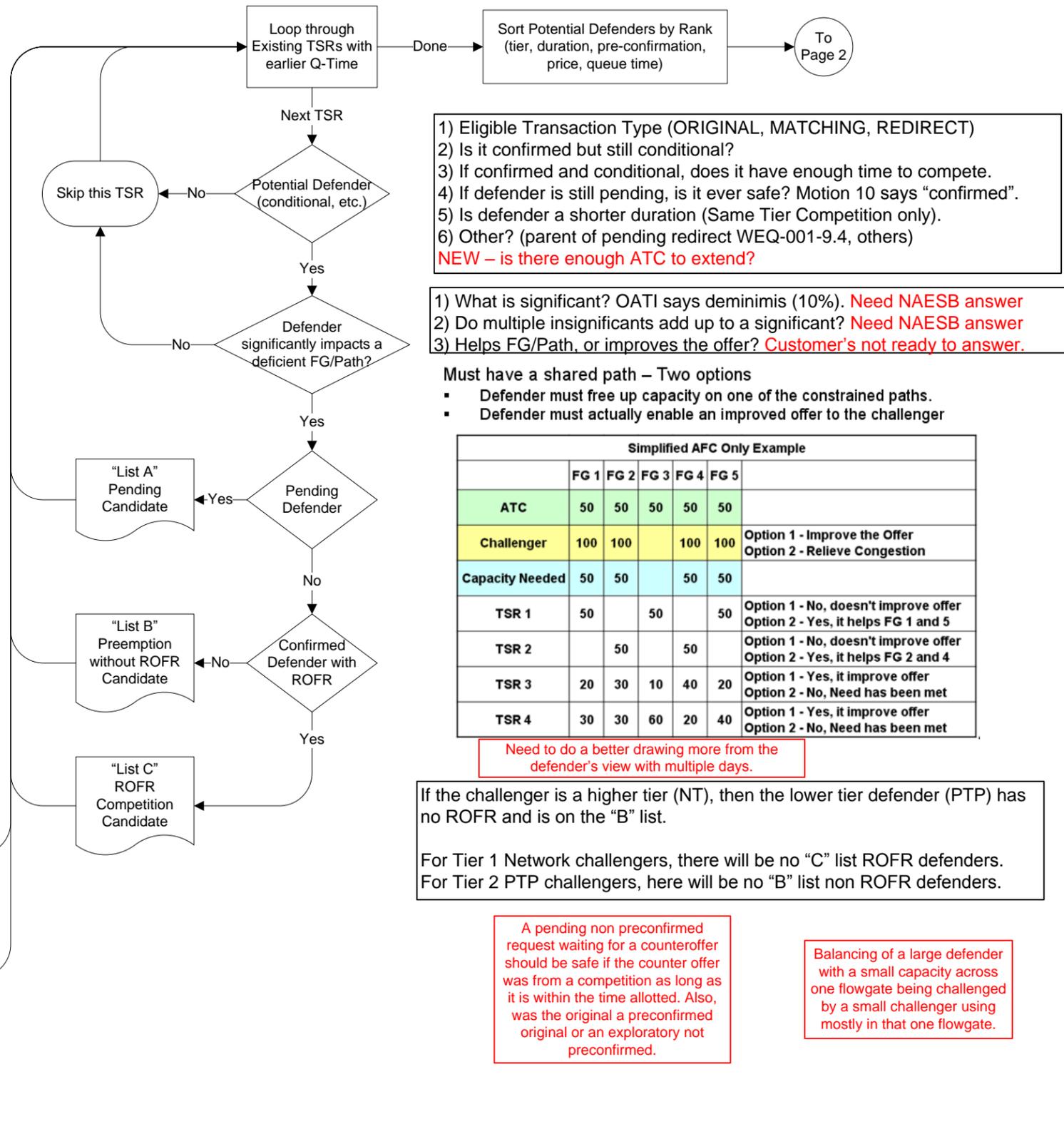


Determine Challengers and Defenders

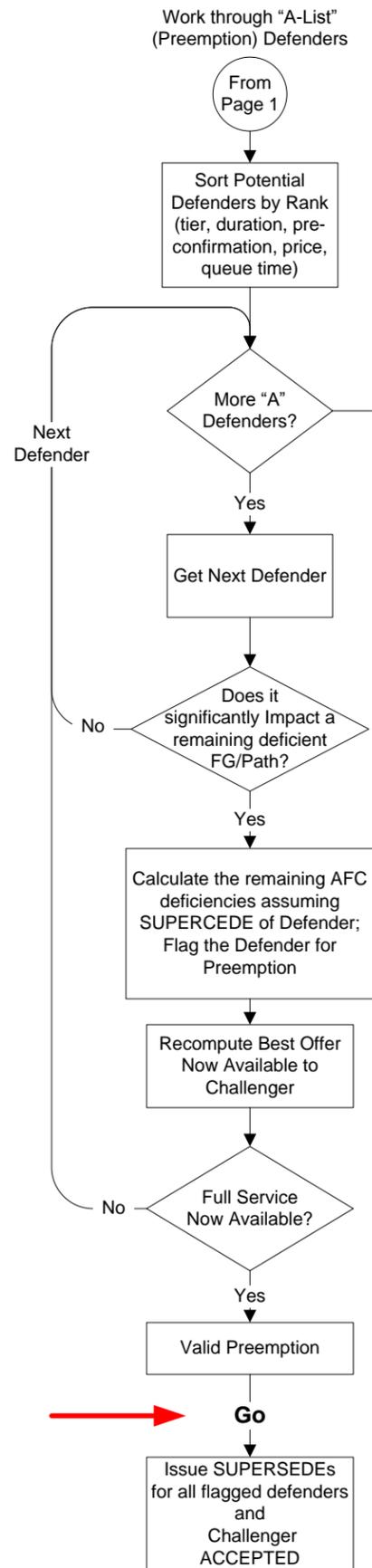
Determine if New TSR is Eligible to be a Challenger



Determine which existing TSR's are Eligible to be a Defender



Evaluate Pending and Non ROFR Defenders



Competition Ends with only Pending Defenders impacted.

- 1) For pending defender, what is significant? OATI says deminimis.
- 2) Do multiple insignificants add up to a significant?
- 3) Helps FG/Path, or improves the offer?
- 4) Should pending defenders be treated different than ROFR defenders? Motion 10 covers "confirmed".

- Must have a shared path – Two options
- Defender must free up capacity on one of the constrained paths.
 - Defender must actually enable an improved offer to the challenger

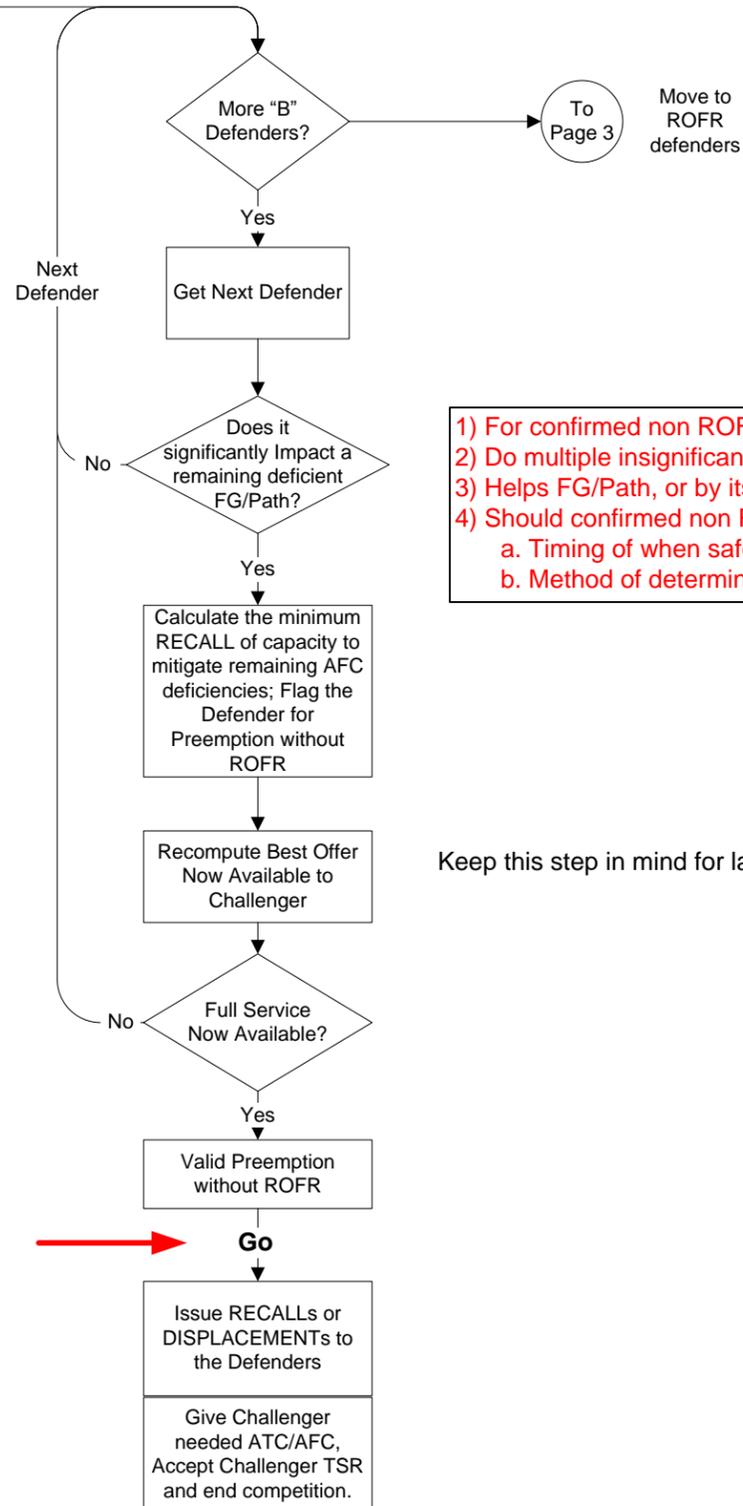
Simplified AFC Only Example						
	FG 1	FG 2	FG 3	FG 4	FG 5	
ATC	50	50	50	50	50	
Challenger	100	100		100	100	Option 1 - Improve the Offer Option 2 - Relieve Congestion
Capacity Needed	50	50		50	50	
TSR 1	50		50		50	Option 1 - No, doesn't improve offer Option 2 - Yes, it helps FG 1 and 5
TSR 2		50		50		Option 1 - No, doesn't improve offer Option 2 - Yes, it helps FG 2 and 4
TSR 3	20	30	10	40	20	Option 1 - Yes, it improve offer Option 2 - No, Need has been met
TSR 4	30	30	60	20	40	Option 1 - Yes, it improve offer Option 2 - No, Need has been met

Need to do a better drawing more from the defender's view with multiple days.
Pending seems like it could use option 2

If a preconfirmed TSR is accepted and issued a counteroffer with no competition, can the system be allowed time to confirm the counter offer and be able to defend.

Is there a timeframe w/ Simultaneous Submission Windows that will work for this as well. Linda

Work through "B-List" (Preemption without ROFR) Defenders. Primarily PTP being challenged by NT.

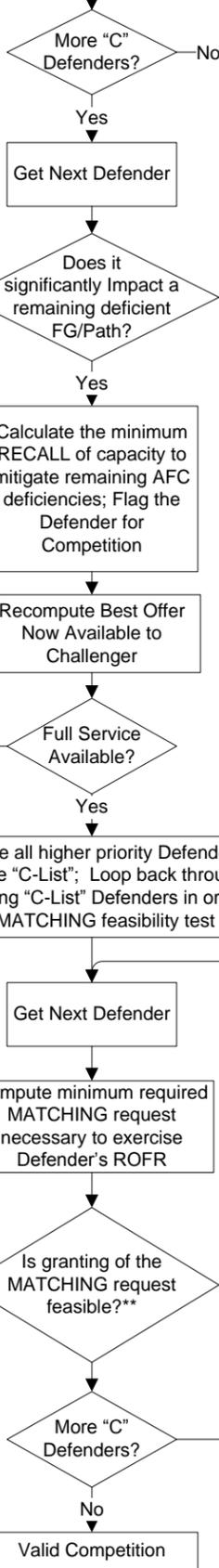


Keep this step in mind for later.

Competition Ends with only Pending and non-ROFR Defenders impacted.

Evaluate ROFR Defenders

Work through "C-List" (ROFR) Defenders



No viable Preemption and Competition; Restore impacts of all Defenders on AFC
 Recompute Best Offer Available to Challenger
 Grant Remaining Capacity to Challenger

Do you want an improved offer if there are no ROFR defenders who can walk away from a counter offer?

- 1) Where do deficiencies remain given prior defenders?
- 2) Do multiple insignificants add up to a significant?
- 3) Helps FG/Path, or improves the offer?

Must have a shared path – Two options
 • Defender must free up capacity on one of the constrained paths.
 • Defender must actually enable an improved offer to the challenger

Simplified AFC Only Example

	FG 1	FG 2	FG 3	FG 4	FG 5	
ATC	50	50	50	50	50	
Challenger	100	100		100	100	Option 1 - Improve the Offer Option 2 - Relieve Congestion
Capacity Needed	50	50		50	50	
TSR 1	50		50		50	Option 1 - No, doesn't improve offer Option 2 - Yes, it helps FG 1 and 5
TSR 2		50		50		Option 1 - No, doesn't improve offer Option 2 - Yes, it helps FG 2 and 4
TSR 3	20	30	10	40	20	Option 1 - Yes, it improve offer Option 2 - No, Need has been met
TSR 4	30	30	60	20	40	Option 1 - Yes, it improve offer Option 2 - No, Need has been met

Pares down the defender list to just those needed to provide a full offer to the challenger, then loops through the pared down list of defenders checking for the feasibility of their ability to extend.

Do all defenders need to be able to match simultaneously?

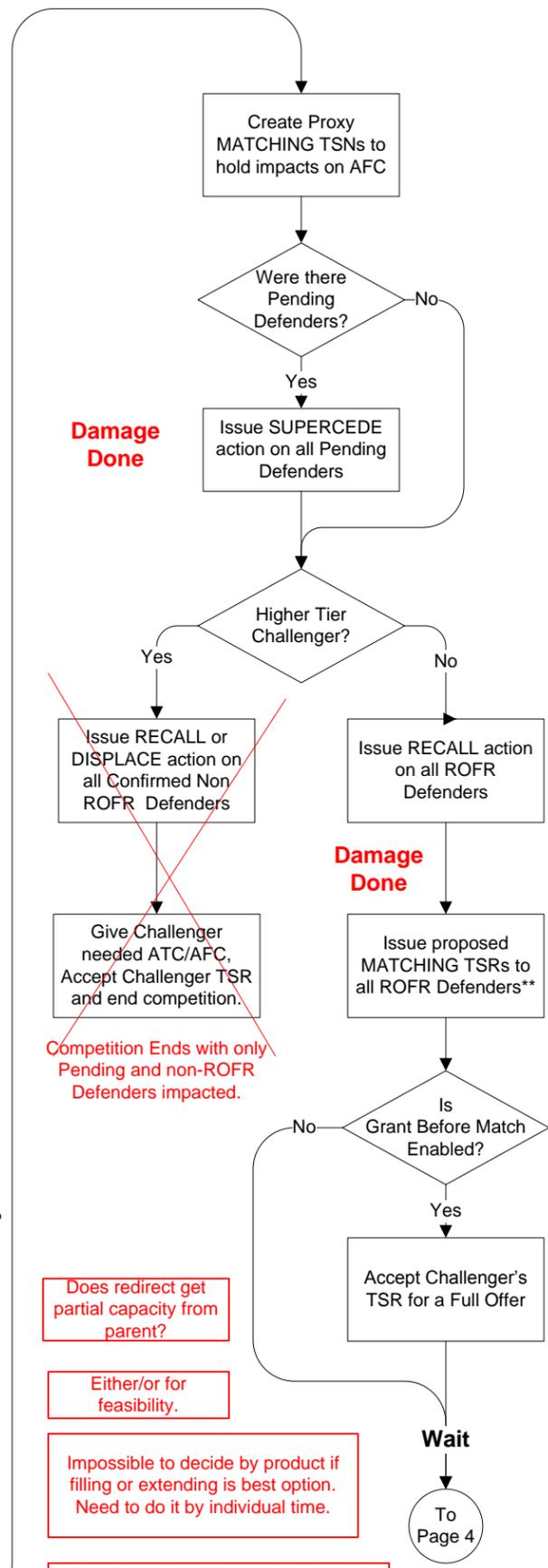
Assume ATC is 50 for all days

	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
Challenger	100 for three days					
Defender 1	50	→	→			
Defender 2		50	→	→		
Defender 3			50	→	→	

Do you stop when you find the first defender who can't match?

Simplified ATC Only Example

	Day 1	Day 2	Day 3	Day 4	Day 5
ATC	50	50	50	50	40
Challenger		100	100	100	
TSR 1		25	25		
TSR 2			75	75	
TSR 3			25	25	
TSR 4	50	50			



Damage Done

Damage Done

Competition Ends with only Pending and non-ROFR Defenders impacted.

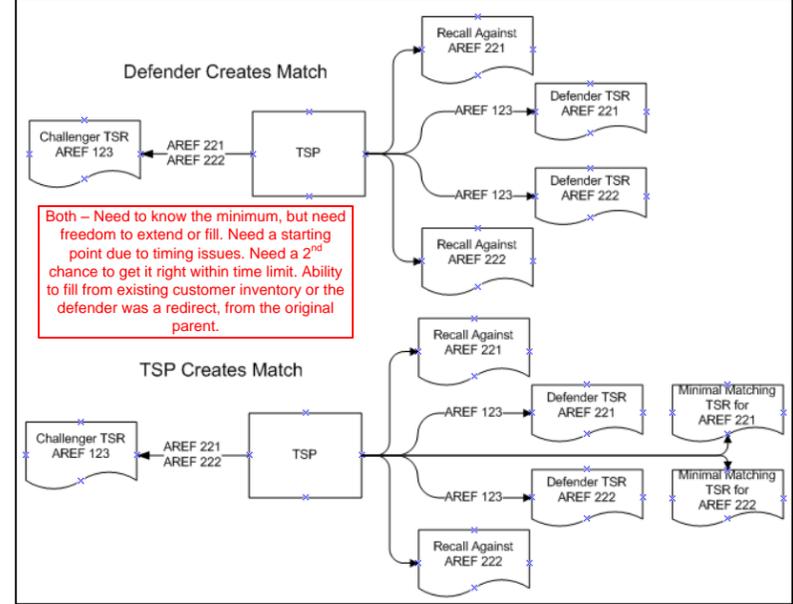
Does redirect get partial capacity from parent?

Either/or for feasibility.

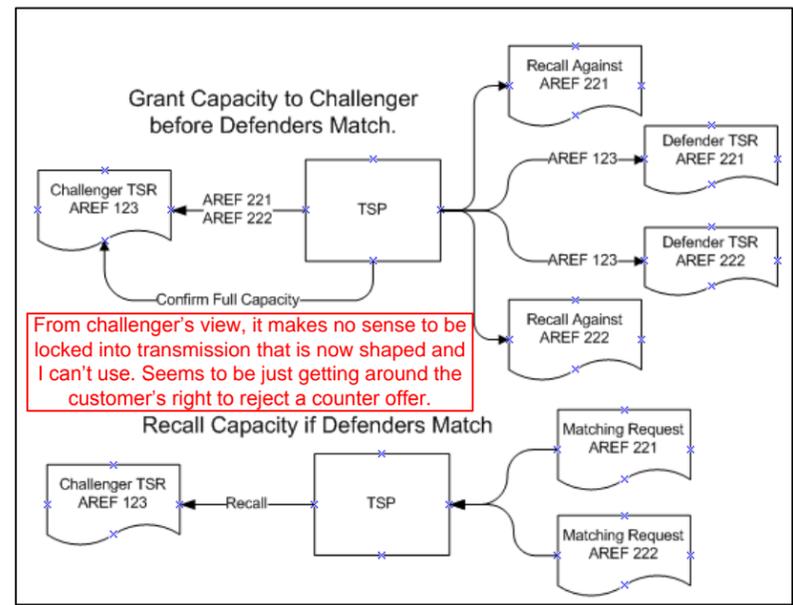
Impossible to decide by product if filling or extending is best option. Need to do it by individual time.

Should you skip TSR2 and look at the remaining TSRs? Bottom line, more competitions or less? Think about it.

AUTO_MATCH



GRANT_BEFORE_MATCH



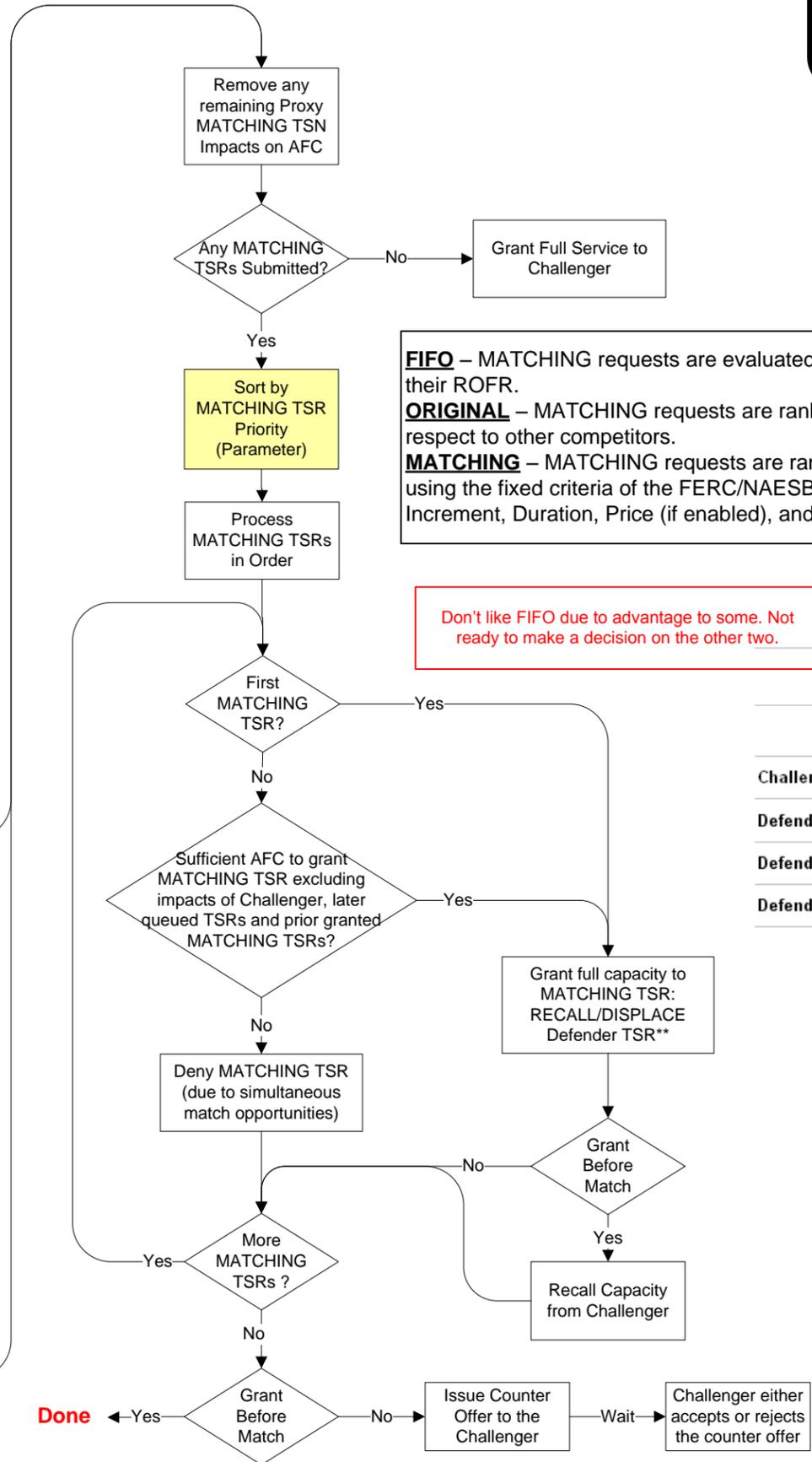
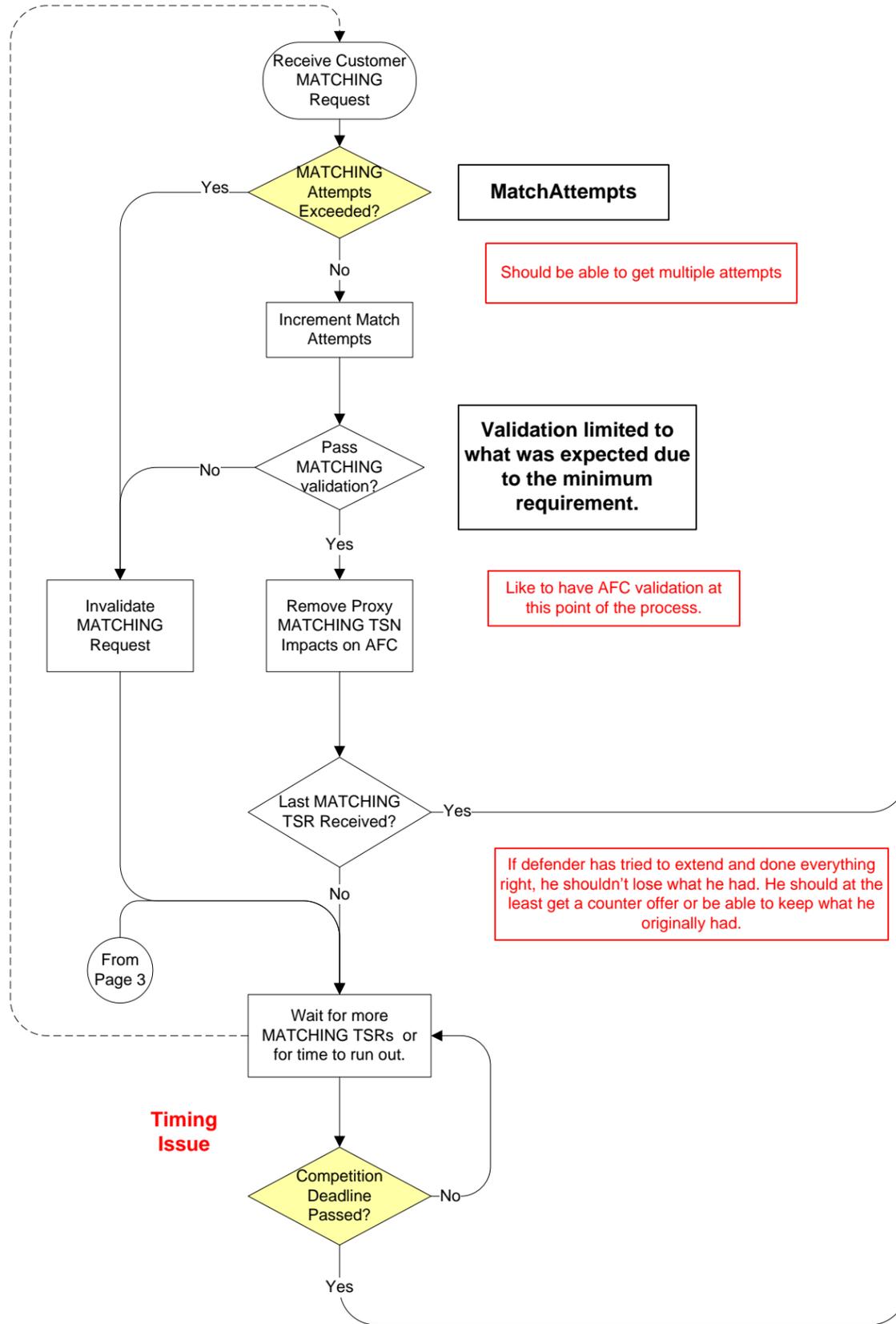
Remove current Defender and all higher priority Defenders from "C-List"; Restore AFC impacts of current and all remaining "C-List" Defenders; Loop back through remaining "C-List" Defenders in order.

No longer able to provide a full offer to the challenger.

Go

Wait
To Page 4

Process Matching Requests



MatchAttempts

Should be able to get multiple attempts

Validation limited to what was expected due to the minimum requirement.

Like to have AFC validation at this point of the process.

If defender has tried to extend and done everything right, he shouldn't lose what he had. He should at the least get a counter offer or be able to keep what he originally had.

FIFO – MATCHING requests are evaluated in strict first-come-first-served fashion for exercising their ROFR.
ORIGINAL – MATCHING requests are ranked in order of the rights they originally held with respect to other competitors.
MATCHING – MATCHING requests are ranked based on their relative priority to one another using the fixed criteria of the FERC/NAESB defined standard priority scheme, which is Service Increment, Duration, Price (if enabled), and Queue Time.

A defender should not lose their capacity if they decide to match, only if they decide not to match. This could be by giving them back their original or by giving them a counter offer.

Don't like FIFO due to advantage to some. Not ready to make a decision on the other two.

Assume ATC is 50 for all days

	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
Challenger	100 for three days					
Defender 1	50	→	→			
Defender 2		50	→	→		
Defender 3			50	→	→	

Does TP issue a counter offer to the defender if his matching request is rejected due to AFC?
 If TP does and defender accepts it, does that count as a valid match attempt? **YES**
 What time limits would apply? Matching deadline or counter offer deadline?

Sandbox?
 Time in Limbo vs. clean competition. Does defender get a choice if the challenger walks?

Damage is done even if challenger walks

Competition over here Or here?

Timing Issue

From Page 3